

Barseis



Barseis is one of the most notorious of the Worg Corps, an elite group of shock troopers serving the kingdom of Alsyia; many are descended from soldier families who fought for the empire, and thus imperial sympathizers are common in their ranks. Unfortunately, so are cruel men, though none quiet like Barseis. While barely a sergeant, his name has traveled far due to his reputation for delighting in slaughter and attracting the worst elements of the Worg Corps. In fact, he has something of personality cult within the corps; he and his small group of followers having adopted their own tattoos apart from the Worg Corps' standard, as well as their own distorted code of conduct in which might makes right and the end justifies the means. They seek to destabilize the nobility in order to increase desire for a return to the empire's heyday. Several highly placed imperial loyalists covertly fund Barseis' extra-military activities through various channels like thieves' guilds, trading houses, and arms smugglers. Though he is reluctant to admit it, Barseis is just a pawn in a political power struggle.

Orphaned at a young age, the half-elfen Barseis hated his elven father who refused to raise him, choosing to abandon him at the steps of a human temple. Brought up by a carpenter, Barseis and his "brother" Ren both enlisted in the Worg Corps hoping to better their prospects and full of idealism to stop the elven rebels terrorizing the good people of Alsyia. However, it became complicated when Barseis fell in love with an elf; unbeknownst to him she was a spy feeding information to the rebels. Barseis was left with a dagger in his back watching his brothers-at-arms get slaughtered; he barely managed to save Ren. Enraged, Barseis began hassling innocent elves and became one of the fiercest fighters against the rebels. Then his slaughtering began, as if his mind had snapped and his humanity abandoned. Disgusted, Ren left the Worg Corps and disowned his "brother", but Barseis didn't falter once. He believed the rebels only had power with the empire gone, but if it came back the elves could be put in their proper place and the kingdoms would flourish. After getting severely disciplined by his superior officers, Barseis realized he would need to pursue his agenda covertly and began recruiting fellows to his cause.

Barseis Lore

A character with a military background can make a History check to learn the following.

DC 25: You've heard stories about the half-elf Barseis, who was infamous for leading his troops in plundering elven villages – they called him the Butcher of Vasberg. There were soldiers who claimed to have seen him defeat ten men single-handedly. Even for a trooper in the brutal Worg Corps, he was considered a merciless slaughterer.

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| Barseis | Level 1 Solo Brute |
| Medium natural humanoid (half-elf) | XP 500 |
| Initiative +9 Senses Perception +1; low-light vision HP 130; Bloodied 65 AC 18; Fortitude 17, Reflex 13, Will 14 Resist +5 saving throws; Vulnerable 5 psychic Speed 5 Action Points 2 | |
| Ⓢ Vicious Attack (standard action; at-will) ♦ Weapon +6 vs. AC; 1d10 + 3 damage and ongoing damage (1); save ends | |
| ⚡ Savage Kick (minor action; target must be prone; at-will) +3 vs. Fortitude; 1d4 + 3 damage and target requires a standard action to stand up until the end of Barseis' next turn | |
| ⚡ Pack of One (standard action; at-will) ♦ Weapon Close burst 1; make a basic attack against each enemy Barseis can see | |
| Brutal Hilt Sap (immediate reaction; when adjacent enemy first becomes bloodied) +3 vs. Fortitude 1d4 + 3 damage and the target is dazed until the end of Barseis' next turn | |
| ⚡ Worg's Cunning (immediate reaction; when an enemy makes a melee attack against Barseis; recharge when first bloodied) ♦ Weapon +6 vs. AC; 1d10 + 3 damage and target is knocked prone | |
| ⚡ Wrath of the Guulvorg (standard action; encounter) ♦ Weapon +6 vs. AC; 2d10 + 3 damage and target is knocked prone and dazed; save ends | |
| Blade of the Butcher (immediate reaction, when first bloodied) +6 vs. AC; 2d10 + 3 damage and target takes ongoing damage (3); save ends | |
| Elf Loathing Barseis deals an additional damage die (+1[W]) on all attacks against eladrin or elves. | |
| Alignment Evil Languages Common Skills Athletics +6, Bluff +5, Endurance +7, Intimidate +5 Str 16 (+3) Dex 11 Wis 12 (+1) Con 16 (+3) Int 13 (+1) Cha 12 (+1) | |
| Equipment: chainmail, battle axe, morningstar, 300 gold | |

Barseis Tactics

While Barseis can hatch some clever plots, once committed to battle he is a straightforward, and occasionally careless, opponent. He focuses on knocking one opponent prone with *worg's cunning* or *wrath of the guulvorg*, and following it up with a *savage kick*. Once the opponent is bloodied he'll use a *brutal hilt sap*. If the opponent withdraws from the fight, Barseis won't pursue them unless they're an elf, which he will preferentially target. If Barseis is confronted by excessive ranged force, he won't hesitate to withdraw from battle to seek more advantageous terrain providing him with cover and choke points.